

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for controlling access to computer readable content, comprising the operations of:

receiving a digital authentication ticket, obtained by a client device and saved in memory of the client device, before being transmitted to a computer system having particular computer readable content, wherein the digital authentication ticket includes a digital code, the digital code being separate from the particular computer readable content and ~~receiving~~ the digital authentication ticket being received by the client device at a location separate from a location of the particular computer readable content;

transferring the digital authentication ticket wirelessly from the client device to the computer system;

determining, at the computer system, whether the digital authentication ticket is defined to unlock ~~corresponds to~~ the particular computer readable content when the digital authentication ticket is obtained;

allowing access to the particular computer readable content at the computer system when the digital authentication ticket ~~corresponds to~~ unlocks the particular computer readable content; and

preventing access to the particular computer readable content at the computer system when the digital authentication ticket does not unlock ~~correspond to~~ the particular computer readable content;

wherein the client device is connected to a communication network and obtains the digital authentication ticket via ~~the~~ the communication network, the client device being capable of obtaining the digital authentication ticket anywhere the client device has access to the communication network.

2. (Original) A method as recited in claim 1, further comprising the operation of transmitting the digital authentication ticket to the client device in response to receiving a request for the digital authentication ticket.

3. (Original) A method as recited in claim 2, further comprising the operation of processing the request for the digital authentication ticket, wherein the processing includes charging a fee to a user.

4. (Original) A method as recited in claim 2, wherein the request is received using a payment server located remotely from the client device.

5. (Original) A method as recited in claim 4, further comprising the operation of transmitting the digital authentication ticket from a game server to the payment server, the game server storing a plurality of digital authentication tickets.

6. (Original) A method as recited in claim 1, wherein the computer system is located locally to the client device.

7. (Cancelled)

8. (Currently Amended) A method as recited in claim 1, wherein the digital authentication ticket is transmitted wirelessly from ~~[[the]]~~ a payment server to the client device.

9. (Currently Amended) A system for controlling access to computer readable media, comprising:

a payment server capable of receiving a request for a digital authentication ticket that corresponds to particular computer readable content,

a client device communicating with the payment server, the client device configured to receive transmission of the digital authentication ticket upon confirming payment, the client device having memory for storing the digital authentication ticket, wherein the digital authentication ticket is received separate from the particular computer readable content; and

a computer system having the particular computer readable content that is in a locked state, the computer system receiving the digital authentication ticket wirelessly from the memory of the client device, ~~[[and]]~~ where the digital authentication ticket has digital code for unlocking the particular computer readable content ~~[[code]]~~,

wherein the computer system includes program instructions that prevent access to the particular computer readable content when the digital authentication ticket does not correspond to the particular computer readable content;

wherein the client device is connected to a communication network and obtains the digital authentication ticket via ~~[[a]]~~ the communication network ~~separate~~ separately from the particular computer readable content, the client device being capable of obtaining the digital authentication ticket anywhere the client device has access to the communication network.

10. (Original) A system as recited in claim 9, wherein the payment server processes the request for the digital authentication ticket, the processing including charging a fee to a user.

11. (Original) A system as recited in claim 9, wherein the payment server is located remotely from the client device.

12. (Original) A system as recited in claim 9, further comprising a game server storing a plurality of digital authentication tickets, wherein the game server transmits the digital authentication ticket to the payment server.

13. (Original) A system as recited in claim 9, wherein the computer system is located locally to the client device.

14. (Cancelled)

15. (Original) A system as recited in claim 9, wherein the digital authentication ticket is transmitted wirelessly from the payment server to the client device.

16. (Original) A system as recited in claim 9, wherein the computer readable content is stored on a computer readable medium.

17. (Currently Amended) A system as recited in claim ~~[[9]]~~ 12, wherein the game server transmits the computer readable content to the computer system.

18. - 23. (Cancelled)

24. (Currently Amended) A method for granting access to media content, comprising the operations of:

communicating with a server through a wireless device, the communicating enabling the wireless device to request and purchase a digital authentication ticket from the server;

receiving the digital authentication ticket at the wireless device and saving to memory of the wireless ~~client~~ device;

transmitting wirelessly the digital authentication ticket from the memory of the wireless device to a game console having particular media content that is locked, wherein the particular media content is received by the game console separately ~~separate~~ from the digital authentication ticket, ~~[[and]]~~ where the digital authentication ticket includes a digital code;

determining whether the digital authentication ticket is defined to unlock ~~corresponds to~~ the particular media content at the game console;

allowing access to the particular media content at the game console when the digital authentication ticket ~~corresponds to~~ unlocks the particular media content, ~~and unlocking the particular media content with the digital code;~~ and

invalidating the digital code after allowing access to the particular media to prevent unlocking of additional media content without purchase;

wherein the client device is connected to a communication network and obtains the digital authentication ticket via ~~[[a]]~~ the communication network ~~separate~~ separately from the particular computer readable content, the client device being capable of obtaining the digital authentication ticket anywhere the client device has access to the communication network.

25. (New) A method for controlling access in a computer system to computer readable content, the method comprising:

receiving wirelessly a digital authentication ticket from a client device, the client device being directly connected to a communication network and obtaining the digital authentication ticket via the communication network anywhere the client device has access to the communication network;

receiving locked content through a network connection from a media server, wherein receiving the locked content is independent from receiving the digital authentication ticket;

checking if the digital authentication ticket can unlock the locked content; and
allowing access to the locked content in the computer system when the digital authentication ticket unlocks the locked content.

26. (New) The method as recited in claim 25, further including:
providing limited access to the locked content before the digital authentication ticket is available to unlock the locked content.